

## Advanced Interdiction

Terrain	Interdiction Value							
	Marsh/Flat	1, 2	3, 4*	5, 6				
	Rough/Flat Woods/ Rough Woods		1, 2	3, 4*	5, 6			
	Highland/ Highland Woods			1	2, 3*	4, 5	6	
	Mountain/High Mtn				1	2, 3*	4, 5	6
Die Roll	≤ −2	1	1	2	2	2	2	2
	−1	1	1	1	2	2	2	2
	0	1	1	1	1	2	2	2
	1	–	1	1	1	1	2	2
	2	–	1	1	1	1	1	2
	3	–	–	1	1	1	1	1
	4	–	–	–	1	1	1	1
	5	–	–	–	–	1	1	1
	6	–	–	–	–	–	1	1
	≥ 7	–	–	–	–	–	–	–

<b>DRMs:</b> +/- Pilot skill −2 High Mountain −1 Attack Helicopter +? SAM/AAA Result +1 Jungle +2 if Unit was attacked by Interceptors +3 if Stand-off Weapons used	<b>Note:</b> * use this column for HQ/Arty  <b>Results:</b> 2 Hex receives an “Interdiction Strike 2” marker 1 Hex receives an “Interdiction Strike 1” marker
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## Repair

Supply Points	SAM	AAA	Det.	Airbase/Airfield/Port
2	1	–	1	Flip Destroyed to Strike 2
4	–	1	–	–

Spend Supply Points (up to 4 on Air Defense Tracks).

## Collateral Damage

Die Roll	Strike vs. Airfield			Strike vs. Airbase			vs. Attack Helos		
	1	2	X	1	2	X	1	2	X
≤ 0	Air	Air*	Air*	Air, Am Pt	Air*, Air, Am Pt	Air*, Air, Am Pt	Step	Elim	Elim
1	Am Pt	Air	Air*	Air, Am Pt	Air*, Air, Am Pt	Air*, Air, Am Pt	Step	Step	Elim
2	–	Am Pt	Air	Air	Air, Am Pt	Air*, Air, Am Pt	–	Step	Step
3	–	–	Am Pt	Air	Air	Air, Am Pt	–	–	Step
4	–	–	–	–	Air	Air	–	–	–
5	–	–	–	–	–	Air	–	–	–
6	–	–	–	–	–	Air	–	–	–
≥ 7	–	–	–	–	–	–	–	–	–

<b>Results:</b> <b>Air:</b> <i>Owning</i> player chooses one step loss from an air unit in the basing box attacked. <b>Air*:</b> <i>Enemy</i> player chooses one step loss from an air unit in the basing box attacked. <b>Am Pt:</b> One of the attacked side's Airmobile Points is permanently Destroyed.
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<b>Results vs. Attack Helicopters:</b> <b>Step:</b> The attack helicopter loses one step <b>Elim:</b> The Attack helicopter is eliminated Note that a die roll is made vs. <i>each</i> attack helicopter <i>per</i> strike result at the damaged/destroyed Airbase/Airfield.  <b>DRM:</b> +1 Hardened Airbase −2 Destroyed by Nuclear Strike
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**Note:** Some results (vs. Airbases) are multiple. These are *cumulative*. Thus, a die roll of “0” for Strike Result of “X” vs. an Airbase results in *two* steps of air units (one step chosen by each player) *and* one Airmobile Point permanently lost.

## Electronic Detection

Die Roll	non-Allied	Allied
≤ 2	D	D
3	–	D
4	–	D
≥ 5	–	–

**Notes:**  
**Clear/Overcast Weather:**  
Each side: 3 attempts; +1 per nation which intervenes on that side [NWK/NWT/NWIP/NWV]; 6 attempts [NWP]  
**Storm Weather:**  
−2 attempts per side

**DRMs:**  
−1: if AWACS Advantage “3” or “4”.  
−1: PRC/RU (if non-Allied)

**Result:**  
D: HQ is detected. Place a “Detected” marker on the HQ.

## Deliberate Damage

Die Roll	Result
≤ 1	Destroyed
2-3	Strike 2
4-7	Strike 1
≥ 8	–

<b>DRMs:</b> −2: Friendly Division in or adjacent, or −1 Friendly Brigade in or adjacent −2: Friendly HQ within Support Range (not Supreme HQ) +3: Enemy unit in hex
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## Automatic Victory

Die Roll	Number of Times Rolled (incl. current)			
	1	2-3	4-5	≥ 6
0	Victory	Victory	Victory	Victory
1	–	Victory	Victory	Victory
2-3	–	Victory	Victory	Victory
4	–	–	Victory	Victory
5	–	–	–	Victory
≥ 6	–	–	–	–

**DRM:** +1 per Allied Controlled Hanoi hex (NWV only)

## Emergency Supply

Die Roll	Ground Unit	HQ
≤ 2	Supply	Supply
3-5	Supply	–
≥ 6	–	–

<b>Result:</b> <b>Supply:</b> Unit/HQ is resupplied. Remove Out of Supply marker.
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**Important:** Only one resupply attempt PER unit/HQ is allowed during each Emergency Resupply Phase.



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# Advanced Game Tables



## Special Operations Forces CRT

Terrain	Flat/ Rough/ Marsh	HQ/ Supply Depot	RAID							Detection/SAMs/Theater Weapons	RECON						Targeting
			Install- ation/ Naval	Helo/ Airfield	MSU									HQ/SAM	Supply Depot	MSU/ Ground Unit	
			Inter- diction	HQ/ Supply Depot	Helo/ Airfield	MSU								HQ/SAM	Supply Depot	MSU/ Ground Unit	
				HQ/ Supply Depot	Install- ation/ Naval	Helo/ Airfield	MSU					HQ/SAM	Supply Depot	MSU/ Ground Unit			
				Inter- diction (not Urban)	HQ/ Supply Depot	Install- ation/ Naval	Helo/ Airfield	MSU			HQ/SAM	Supply Depot	MSU/ Ground Unit				
Die Roll	≤ 0	1	2	2	X	X	X	X	−2	D	D	D	D	D	D	D	T
	1	1	1	2	2	X	X	X	−2	D	D	D	D	D	D	D	T
	2	–	1	1	2	2	X	X	−1	–	D	D	D	D	D	D	T
	3	–	–	1	1	2	2	X	−1	–	–	D	D	D	D	D	T
	4	–	–	–	1	1	2	2	−1	–	–	–	D	D	D	D	T
	5	–	–	–	–	1	1	2	–	–	–	–	–	D	D	D	–
	6	–	–	–	–	–	1	1	–	–	–	–	–	–	D	D	–
	7	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–
	≥ 8	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–

## Lt. Inf. Infiltration

DRM	Light Infantry is infiltrating...
−2	Mountain, Highland, Highland Woods, or any Jungle
−1	In Overcast or Storm
+2	Flat or Rough
+1	Fortification

<b>Raid DRMs:</b> −1 Storm −1 vs. Bridge −1 hex contains City +1 vs. Naval unit +1 if occupied, but by less than 1 brigade* +1 vs. SAM or Theater Weapon +2 if occupied by at least 1 brigade* * Occupied means by a ground unit with an Attack Strength greater than zero.
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<b>Results:</b> X: Unit step loss, Installation Destroyed 2: Place Strike 2 marker on Unit, Installation, or hex 1: Place Strike 1 marker on Unit, Installation, or hex D: Target is Detected. Place Detection marker T: Targeted. −2 if US, UK, GE, FR, and RU mission; otherwise −1 Any 1, 2, or X result against a Helo causes a Step Loss.
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## Isolated Effects [19.7.2]

Attack, Defense, Movement are halved (rounded down; minimum of 1). Assess Strike effects before Isolated effects.
If also OOS, all effects apply, but a value can only be halved once. Isolated HQs have 0 Combat Capabilities and may not modify ADF.
May not receive Replacements.
May Surrender [19.7.4].

## Supply Ranges

Source	Range in MP
In Supply Mobile Supply Unit (MSU)	4
Parent In-Supply HQ	4
Beachhead	4
Airbase/Airfield Supply	4
Urban hex (in friendly country)	6
Port [NWT, NWV]	6
Map Edge hex [[NWIP, NWP, NWV]	6
Supply Depot	8

## Special Operations Forces Survival

Die Roll	Result
≤ 6	–
≥ 7	Eliminate

<b>DRMs:</b> −3 US/UK −3 Strategic Surprise (Initiative Player GT 1 only) −2 Tactical Surprise (Initiative Player GT 1 only) −1 Non US/UK Allied +1 Raid +1 Interdiction
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## Out of Supply Effects

x½ Attack & Movement (round up)
−1 Efficiency Rating
No movement in Elite Reaction or Exploitation Segments
Airmobile class units cannot use intrinsic airmobile movement
HQ/Artillery no combat capabilities
HQ no ADF DRMs
No Replacements

## Theater Weapon Targets

<b>Cruise Missiles:</b> Installations, Airfields, Beachheads; detected Supply Depot, Supreme HQ, or Naval Unit; Air Defense Tracks (DET and SAM); and Missile Point Markers.
<b>Ballistic Missiles:</b> Installations, Airfields, detected Supply Depot, detected HQ

Advanced Air Defense Fire												
CIWS always fires before Cruise Missile or Air Strike.												
Die Roll	SAM 0-1	SAM 2	Local SAM 3-4	SAM 5-6	SAM 7	SAM 8	SAM 9	SAM 10	Local AAA 0-1	AAA 2	AAA 3	Die Roll
≤ 0	A	A	X	X	X	X	X	X	+2	A	X	≤ 0
1	+1	+2	A	A	A	X	X	X	+1	+2	A	1
2	+1	+1	+2	A	A	A	A	X	+1	+2	A	2
3	–	+1	+1	+2	+2	A	A	A	–	+1	+2	3
4	–	–	+1	+1	+2	+2	A	A	–	+1	+2	4
5	–	–	–	+1	+1	+2	+2	A	–	–	+1	5
6	–	–	–	–	+1	+1	+2	+2	–	–	+1	6
7	–	–	–	–	–	+1	+1	+2	–	–	–	7
8	–	–	–	–	–	–	+1	+1	–	–	–	8
9	–	–	–	–	–	–	–	+1	–	–	–	9
≥ 10	–	–	–	–	–	–	–	–	–	–	–	–

DRMs for SAM Fire:

–1 if target/landing hex is within 2 hexes of or same Land Area as an enemy HQ

–1 vs. Attack Helicopter which flew over enemy units (not including target hex)

+1 Overcast

+1 vs. Cruise Missile (NWSS2 Optional)

+2 per Wild Weasel unit that is part of Strike

+3 Storm

+3 vs. Stealth Unit

DRMs for AAA Fire:

–1 vs. Attack Helicopter

–1 Naval Unit AAA/CIWS Fire (USN Naval Units receive additional –1 DRM for CIWS)

–1 vs Transport Mission (Airmobile, Air Transport, Paradrop)

+2 Overcast

+3 vs Stealth Unit

+4 Storm

Results:

...vs Air/Helicopter Units

X: Air unit/attack helicopter loses one step and may continue mission.

A: Air unit/attack helicopter aborts mission. Owning player may attempt to “press” on with mission. Roll one die: “0-4” step loss, “5-9” +2 on mission.

+1, +2: Air unit/helicopter must add the number as DRM to the ensuing Strike (for Combat Support, this # is subtracted from unit’s CS Rating)

...vs Transport Mission (Airmobile/Air Transport/Paradrop)

X: The mission takes a step loss AND (if an Airmobile Point is providing transport) one Airmobile Point is permanently lost.

A: The mission is returned to its starting hex. Aborted Airmobile Points are considered used.

+1, +2: Treat as Aborts.

CIWS: “X” and “A” = NE on Stand-off Air Units; Strike or Cruise Missile misses.

## Advanced Strike

Terrain	Marsh/ Flat	Strike Value								
				1	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5-6	SCUD/ Missile	Cruise
			1	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5	6	SCUD/ Missile	Cruise
		1	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5	6		SCUD/ Missile	Cruise
		Mountain	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5 SCUD/ Missile	Cruise	6		
		Urban	2 Sup HQ Helo 1	3 Other HQ/Arty	4 US HQ Helo 2	5 SCUD/ Missile	Cruise	6		
		Air Defense Tracks	2	3 Cruise	4	5-6	Wild Weasel			
		Hardened Target/ Naval Unit	2	3	4 Scud/Mssl Naval 1	5 Cruise Naval 2	6 Naval 3			
Die Roll	≤ –2	1	1	2	2	X	X	X	X	X
	–1	1	1	1	2	X	X	X	X	X
	0	1	1	1	1	2	X	X	X	X
	1	1	1	1	1	2	2	X	2	X
	2	–	1	1	1	1	2	2	2	2
	3	–	1	1	1	1	1	2	1	2
	4	–	–	1	1	1	1	1	1	1
	5	–	–	–	1	1	1	1	1	1
	6	–	–	–	–	1	1	1	–	1
	≥ 7	–	–	–	–	–	–	–	–	–

DRMs:

–2 Target hex is overstacked

–2 vs. High Mountain

–1/–2 vs. “Targeted –1/–2” Unit/Installation

–1 Russian Rocket Artillery

+/- Pilot Skill

+? SAM/AAA Result

+1 AH-1Z Wild Weasel Strike [Optional]

+1 non-US Cruise Missile Strike (not Naval Surface Combat)

+1 If Striking HQ is reduced-strength

+1 Ground unit in City/Fortification/Jungle hex

+2 vs. Bridge or Beachhead

+2 If Unit was attacked by Interceptors

+2 Theater Weapon Busting Strike Mission

+2 For all AIR strikes in Overcast weather

+3 vs. Enemy AAA Track

+3 Air, HQ, or Arty Strikes in Storm turn

+3 Stand-off Air vs. “Leg” Unit

Vs. NAVAL (cumulative with above)

–1 Naval air unit conducting strike

–1 Point Detection

–1 Air unit non-Stand-off Strike

+1 Cruise Missile (not Naval Surface Combat)

+x Strike marker on naval unit

† Hardened Targets are:

Supreme HQs, Supply Depots, Beachheads, Ports (for Cruise/SCUD only), SCUD/CM Points. Also see GSR.

Results:

X: Installation is Destroyed

Air Defense Track –3

Unit loses a step/Naval unit removed

2: Installation/Unit takes Strike 2 marker

Air Defense Track –2

1: Installation/Unit takes Strike 1 marker

Air Defense Track –1

## Advanced Air Combat

Die Roll	Air Combat Differential (Attacker - Target)								
	≥ +4	+3	+2	+1	0	−1	−2	−3	≤ −4
≤ −2	X	X	X	X	X	X	DA	DA	A
−1	X	X	X	X	X	DA	DA	A	Ad/D
0	X	X	X	X	DA	DA	A	Ad/D	−
1	X	X	X	DA	DA	A	Ad/D	Ad/D	−
2	X	X	DA	DA	A	A	Ad/D	−	−
3	X	DA	DA	A	A	Ad/D	−	−	−
4	DA	DA	A	A	Ad/D	Ad/D	−	−	−
5	DA	A	A	Ad/D	Ad/D	−	−	−	−
6	A	A	Ad/D	Ad/D	−	−	−	−	−
7	A	Ad/D	Ad/D	−	−	−	−	−	−
8	Ad/D	Ad/D	−	−	−	−	−	−	−
9	Ad/D	−	−	−	−	−	−	−	−
≥ 10	−	−	−	−	−	−	−	−	−

Dogfight DRMs:

+/- Pilot skill

–1 Attack vs. (#) Bomber

+1 Overcast

+2 Strike or CS Aircraft firing

+3 Storm

Stand-Off DRMs:

–1 Attack vs. (#) or 0 Air to Air Strength

+1 non NATO/JPN/RU/PRC

+2 Strike or CS Aircraft firing

+3 Storm

Long Range DRMs:

+2 Strike or CS Aircraft firing

+3 Storm

Results vs. Transports/Paradrops:

X: Mission is destroyed (All Steps)

DA: Mission is Damaged (one Step Loss) and Aborted (return to starting hex)

D: Mission is Damaged (one Step Loss) but continues mission

A: Mission is Aborted (return to starting hex)

Ad: Treat as either “D” or “A” (moving player’s choice)

–: No effect

Results vs Air Units:

X: Target is destroyed (All Steps)

DA: Target is Damaged (one Step loss) and Aborted. Return to “Abort” box of basing country/carrier.

D: Target is Damaged (one Step loss)

A: Target is Aborted. Return to “Abort” box of basing country/carrier.

Ad: Applies instead of “D” result during Long-range and Stand-off attacks. This result gives the firing unit Advantage (first shot) in the ensuing Stand-off or Dogfight combat. Rotate the defender 180 degrees (i.e., tail to the enemy aircraft).

–: No effect

Reminder: Stealth aircraft can't be engaged by Long Range or Stand-off fire.

## Advanced Detection

Die Roll	Detection									
	Local	0-1	2-3	4	5	6	7	8	9	10
≤ 0	D	ED	ED	ED	ED	ED	ED	ED	ED	ED
1	D	D	D	ED	ED	ED	ED	ED	ED	ED
2	D	D	D	D	D	ED	ED	ED	ED	ED
3	–	–	D	D	D	D	D	ED	ED	ED
4	–	–	–	D	D	D	D	D	D	ED
5	–	–	–	–	D	D	D	D	D	D
6	–	–	–	–	–	D	D	D	D	D
7	–	–	–	–	–	–	D	D	D	D
8	–	–	–	–	–	–	–	–	D	D
≥ 9	–	–	–	–	–	–	–	–	–	–

DRMs:

–1 Target/Landing hex is within 2 hexes of or same Land Area as Detecting player’s HQ

–1 Attack Helicopter/Airmobile Movement passed through Detecting player’s occupied hex or Land Area

–1 vs. Attack Helicopter (Local Detection only)

–1 if Transport Mission Landing hex is in EZOC

+1 per Wild Weasel unit included in mission

+1 vs Transport/Paradrop/Combat Support Mission

+1 Mission hex in Mountain/High Mountain hex

+1 Weather is Overcast

+1 vs. Cruise Missile (NWSS2 Optional)

+3 Weather is Storm

+5 vs. Mission composed solely of “Stealth” units

Additional DRMs if rolling side has AWACS Advantage (does not apply to Local Detection) (NWT PRC may only apply in East China Sea, Taiwan Straits, and South China Sea)

–3: if AWACS Advantage is “4”

–2: if AWACS Advantage is “3”

–1: if AWACS Advantage is “2”

Results:

ED: Early Detection. Mission may be attacked by Interceptors and SAMs.

D: Detection. Mission may be attacked by SAMs. If Naval Detection, then mission may be Intercepted.

–: No Detection

Note:

All Transport Missions and non-Standoff Strike missions undergo AAA fire. If Detected, the AAA occurs before the mission is resolved, otherwise it occurs after the mission. AAA fired after a Transport mission only has an affect on Airmobile Points and only if an "X" result is achieved.